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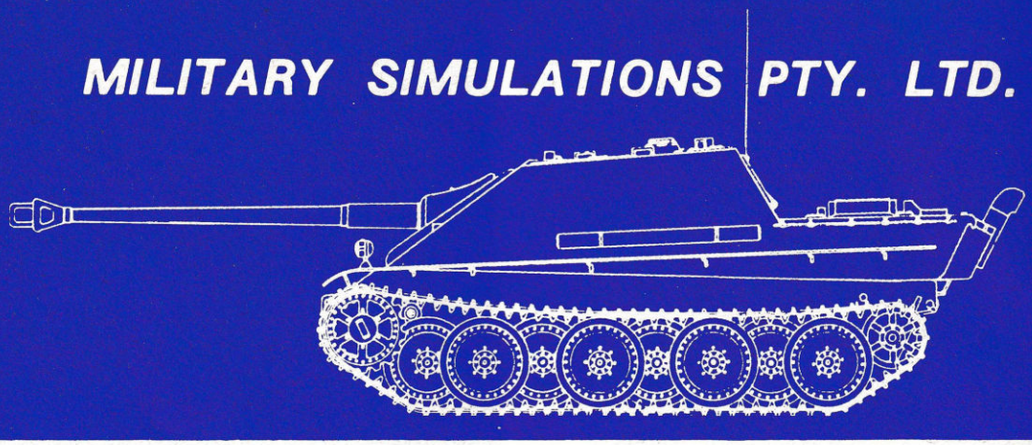

MILITARY SIMULATIONS PTY. LTD.
111 Beatrice Street, Cheltenham, Vic., 3192.

Catalogue

1976 Edition

Strategy & Tactics

JEDKO

AVALON HILL

Conflict

Price 20 cents

...about our products:

The games and magazines offered by Simulations Publications are designed to provide you with a unique and enjoyable way to explore and "experience" conflict history. We're proud to have thousands of customers who actively play our games and avidly read our magazines for both pleasure and intellectual curiosity. We're also pleased that many college and secondary school teachers have incorporated *Strategy & Tactics Magazine* and *Simulation Series Games* into their course-material.

Each item in this catalog is fully described where pictured. What we'd like to give you here is a brief, overall description of our line, and a frank no-nonsense depiction of the physical characteristics of our merchandise.

SIMULATION SERIES GAMES are basically two-player game-simulations of significant battles, campaigns, or military systems. They are designed to allow the players to re-create historical events and explore alternative outcomes.

Physical Description: Playing surface [game-map] — 22x34" colored card-stock printed in tints of black and blue, folded in quarters. *Playing pieces* — half-inch square cardboard die-cut counters (usually 200-400 counters provided) printed in two or three colors with a matte finish. *Rules* — usually printed on 11" x 28" accordion-folded pamphlet 8,000 to 12,000 words long (including historical notes). In many games, additional sheets of set-up aids are provided to supplement the rules. Simulation Series Games are shipped in a sealed, manila envelope.

STRATEGY & TACTICS MAGAZINE deals with military/political conflict history in an incisive "hard-information" style. Each issue contains a full-fledged simulation game relating to one of the feature articles.

Physical Description: 48 bound 8½ x11" pages plus inserts. The main magazine carries approximately 40,000 words of text plus many diagrams, charts and photographs. Professional typography and graphics, high quality paper and two-color printing. Magazine game-rules contain about 10,000 words of text printed on a separate accordian-folded insert. Game maps are usually 22x34", printed in two-colors (tints of blue and black) on colored paper. Playing pieces are half-inch cardboard squares, die-cut and printed in two or three colors. A typical issue of S&T weights more than half a pound, and is shipped to subscribers in a sealed, manila envelope.

MOVES MAGAZINE deals with simulation game design, play-theory and techniques. Articles also cover tactics used in specific games, reviews of games from a player's point of view, and short historical subjects applicable to game design.

Physical Description, 32 8½ x11" pages, with approximately 27,000 words of text. Professional typography and graphics, high quality paper and printing.

OTHER PUBLISHER'S GAMES: Military or political simulation games produced by other companies which we feel would be of interest to our customers. In many instances, the games have been designed by the Simulations Publications creative team, working under contract. These games are very similar to Simulations Series Games, differing mainly in packaging (hard boxes and mounted maps). In fact, the "window dressing" packaging accounts for the generally higher prices.

QUESTIONS

We are happy to answer any questions that you may have about the items mentioned in this catalogue provided the question is written so that it may be answered with a yes or no answer and is accompanied with a self addressed stamped envelope.

SPI

Please note that we are not necessarily bound by SPI terms of business or special offers. All SPI games are sold unboxed. Back issues of S & T magazine are sold for $8.00 except issues 23 and 27 which sell for $3.00. Availability of new games may be discovered by sending a stamped self addressed envelope or by phoning Victoria **550 2877**.

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Australian retail outlets for SPI games:

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NAPOLEON'S MILITARY BOOKSHOP
375 Pitt St., Sydney, NSW. 2000.

MILITARY HOBBIES
146 Port Rd., Hindmarsh, S.AUST. 5007.

JAMES BLOCK
5 Wurth Place, Chifley, ACT. 2606.

Introductory Game

The Battle of Waterloo is perhaps the best known battle in history. The time is 18 June 1815. The Duke of Wellington's armies are drawn up to defend the road to Brussels. Napoleon's superior French forces begin their assault. Can the British "thin red line" hold until the Prussian army arrives to fall upon Napoleon's flank? The game of *Napoleon at Waterloo* re-creates this situation on a 17" x 22" mapsheet of the battlefield. Each hex represents 400 meters; each turn an hour of time. Over fifty division sized units are involved in this classic set-piece struggle. Rules include artillery, "locking" Zones of control, and demoralization.

Accompanying the basic game is the *Expansion Kit* which consists of a completely different set of playing pieces (brigade sized) and a four-page rules modification booklet. Rules changes allow for special cavalry movement, new use of artillery, and the interrelationship of the various combat arms.

Napoleon at Waterloo

$2

SPI (Simulations Publications Inc.) & SPA (Simulations Publications Aust.)

Military Simulations, as SPI's representative in Australia and New Zealand, now carry all SPI games and magazines and are in a position to offer fast and personalised service to all wargame enthusiasts in our area. With this in mind all orders sent directly to New York are now being referred to us as a matter of policy. For those of you that want extra 'inside information' about new products, stock situations, and what is brewing at SPI, we now can offer you membership to a specialised mailing list.

This department of Military Simulations is called SPA (Simulations Publications Australia), and will issue news bulletins and discount coupons to members every three or four months. It will cost you $4 a year (or for each four bulletins) to be a member of SPA. This fee is to cover our printing and postage costs. Members have a "SPA Number" allotted to them and will receive the following benifits, which will more than compensate for the $4 charge:

1. Between 16 and 24 discount coupons per year to use when buying by mail from Military Simulations.
2. A 10% discount on SPI products when buying direct from HYLAND'S BOOKSHOP or NAPOLEON'S MILITARY BOOKSHOP and quoting SPA number.
3. Preferential service on all mail orders.
4. Cheaper subscription rates to S&T magazine.

Application form for SPA membership on rear page of this catalogue.

Game Evaluation Table

GAME	Complexity	Solitare	Boxed	Scale
Tactics II	Very Simple	Yes	Yes	Division
Napoleon at Waterloo	Very Simple	Yes	No	Division
Boridino (S&T 32)	Very Simple	Yes	No	Division
Spitfire	Simple	No	No	Individual aircraft
Waterloo	Simple	Yes	Yes	Brigade
Gettysburg	Simple	Yes	Yes	Brigade
Bull Run	Simple	No	No	Brigade
Blitzkrieg	Intermediate	Yes	Yes	Division
African Campaign	Intermediate	Yes	Yes	Division
Battle of Brittian	Intermediate	No	Yes	Squadron
Breakout & Persuit	Tournament	Yes	No	Division
Luftwaffe	Tournament	No	Yes	Squadron
Russian Campaign	Tournament	Yes	Yes	Corps
Panzerblitz	Tournament	Yes	Yes	Platoon
U.S.N. (S&T 29)	Complex	Yes	No	Individual ship
War in the East	Complex	Yes	No	Division
Strategy I	Complex	Yes	No	Division
Diplomacy	Intermediate	No	Yes	Nation
War at Sea	Simple	Yes	Yes	Individual ship
Dreadnought	Intermediate	No	No	Individual ship
Normandy	Simple	Yes	No	Brigade
Ardennes Offensive	Tournament	Yes	No	Brigade
Sniper	Intermediate	No	No	Individual soldier

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Strategy & Tactics

The military history magazine with a conflict simulation game in it!

Here are just a few of the games that have been published in **S&T** magazine:

- **USN**
- **Winter War**
- **Battle of Moscow**
- **Flying Circus**
- **Borodino**
- **"CA"** (Naval Tactics)
- **Fall of Rome**
- **Kampfpanzer**
- **The East is Red**
- **PanzerArmee Afrika**
- **Tank!**
- **Operation Olympic**
- **American Civil War**
- **Combined Arms**

(Note that all these games are now available in their separate $8 versions.)

DOING HISTORY: Now, instead of merely reading about the great campaigns and battles that shaped the times we live in, you can do it! There's no more exciting way to understand a famous conflict than commanding the units that made the history. Directing the troops over a map of the actual battlefield, watching the shift and flow of the changing front lines as your forces advance, retreat, and counter-attack. Every other month, subscribers to **Strategy & Tactics** get a chance to do exactly that. They do it by using the conflict simulation game that comes in every issue of **S&T**.

CONFLICT SIMULATIONS are serious games that enable you to recreate famous military situations and replay them, something like a game of chess. To understand. To solve. To win where others lost.

YOU'LL GET a ready-to-play simulation game in each issue of **S&T**, including a large terrain map, die-cut playing pieces, and complete rules. You'll also get two feature length historical articles (one which deals with the same subject as the game) plus game and book reviews, and commentary on simulations development.

Current issue $5 Back issues $8

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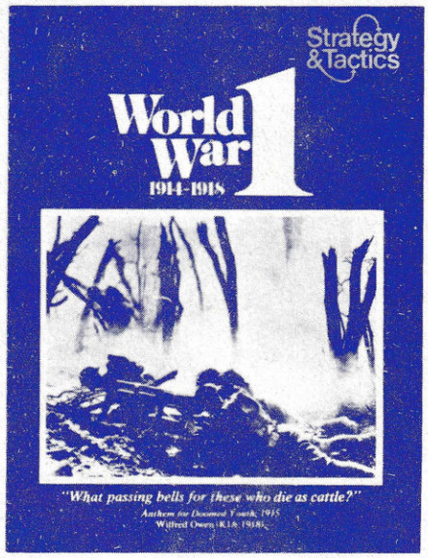
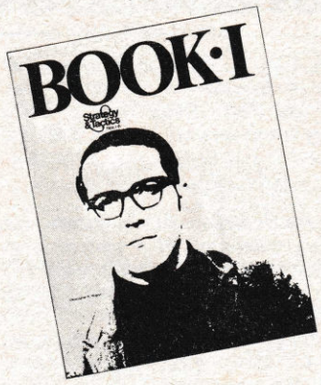


Book I The first six issues of Strategy & Tactics

S&T began publishing in 1967. Like most history oriented magazines, back issues of *S&T* never really become dated. *Book 1* is a bound volume of 76 pages that includes the first edition of *S&T* and the next five issues showing its conception and development as the "Journal of American Wargaming." Publishing games in a magazine was initiated in *S&T # 1* which begins *Remagen Bridgehead,* a miniatures game of the American breakthrough over the Rhine. Other regular features of early *S&T*'s include commentary and analyses of Avalon Hill games (especially *Stalingrad* and *Blitzkrieg,* then the most advanced games available), articles on games by designers such as James Dunnigan and Phil Orbanes, historical background articles on the Red Army, Armored warfare, and military tactics. The first six issues of *S&T* include rules for two complete miniature games and numerous variants on Avalon Hill games. The issues are photo-reproduced and offset printed in the original form and bound together in sequence. All articles are indexed for easy reference by author and title. A special introductory essay by Christopher Wagner, *S&T's* original editor and founder gives a "behind the scenes" account of the genesis of *S&T*.

$4



Book II S&T nr's 7-12

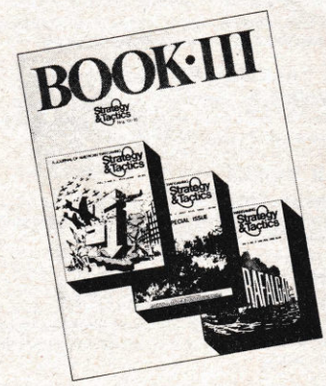
Book II shows Chris Wagner's *S&T* establishing its preeminence in the field of gaming magazines. Like the current *S&T*, nr's 7-12 include a great deal of historical material. But the thrust of the magazine is service to the wargaming hobby. Among the historical articles are John Michalski's accounts of the Brittany Campaign in 1944, and Al Nofi's analysis of the Battle of Ulsan, one of Russia's naval defeats in the Russo-Japanese war. Scott Berschig's work on the Stalingrad II project provides the information for a set of counters and a map for a greatly expanded version of AH's Stalingrad. The bulk of Book II's 47 articles are devoted to gaming. From John Michalski's humorous game of the Sinai Campaign to Henry Bodenstedt's more serious set of complete rules for a miniatures game titled "Siege of Bodenburg." Omar DeWitt, Avalon Hill's rules expert, writes "Tips for Players" and "Tips for Game Makers." Jim Dunnigan discusses the German Fleet in his Jutland game, and Rod Walker continues his Diplomacy series. Book II is 96 pages long, bound in one volume with a glossy cover and complete Table of Contents by author and title.

$5

Book III S&T nr's 13-15

Book III includes the issues of *S&T* in its early prime. Bound in one 96 page volume are issues 13-15, including 29 articles covering the whole field of wargames and game theory. The authors include designers and hobbyists whose work has become widely familiar since the strained and hungry growing pains of *S&T*. Lou Zocchi discusses the historical background and design of *Battle of Britain* in a series of articles. Jim Dunnigan analyzes the process of designing Avalon Hill's *1914* and outlines a set of rules for the *1914* board for a hypothetical European war beginning in 1900. Other articles provide a complete set of rules for naval wargaming, for the introduction of airmobile operations into *Blitzkrieg*, and for miniature wargaming in the Napoleonic period. Leonard Lakofka reviews one of the first large scale wargame conventions, the International Federation of Wargamers' August 1968 extravaganza. Lakofka's article provides an amusing insight into the emergence of wargaming as a legitimate hobby. Rod Walker continues his popular Diplomacy column in each issue. *Book III* is introduced with a revealing essay by Chris Wagner, *S&T's* founder.

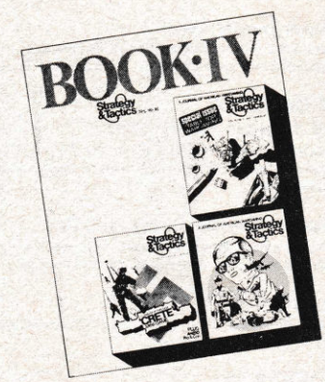
$5



Book IV S&T nr's 16-18

Book IV follows *S&T* through its "change of publisher." Issues 16 and 17 are the last and best produced by the founder Chris Wagner, before being swamped financially. Number 16 is a special issue on Avalon Hill including an interview with Tom Shaw, the brains behind AH. Redmond Simonsen, *S&T's* art director, casts a critical eye on the packaging of AH games. Number 17 is devoted to table top wargaming and includes *Schwerpunkt,* a complete set of rules for armored miniatures, plus *Afrika Korps in HO*. There is a debate on the need for revision of AH's *D-Day* between Tom Shaw (negative) and Larry Rusiecki (affirmative). In Number 18 Jim Dunnigan takes over as *S&T's* publisher. Working virtually alone in a damp basement in New York's "historic" Lower East Side, Dunnigan completely revises the format of *S&T*. Nr. 18 includes Crete, a mini-game complete with map, rules and counters plus an article on AH's *Anzio* by its designer, and *S&T's* regular features. With Nr.18 *S&T* begins publications of a game in each issue. *Book IV* is of high graphic quality. It includes three issues of *S&T* bound in a gloss cover and introductory essays by Chris Wagner and Jim Dunnigan. *Book IV* is indexed by title and author for easy reference.

$5



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Tactical Armored Combat in the 1970's
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Starships flash across the light-years to do combat with human and non-human adversaries. Strategic/tactical level.

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RED STAR/WHITE STAR:
Tactical Combat in Europe in the 1970's
Ten hypothetical battles, between US and West German forces and elements of the invading Soviet Army, played on a map of actual West German terrain.

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SEARCH & DESTROY:
Tactical Combat in Vietnam
U.S. and ARVN platoons conduct airmobile search and destroy missions against the hidden Viet Cong guerrillas.

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BATTLE FOR GERMANY:
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Individual soldiers clash in small unit actions. Multiple scenarios from WWI through the present. A companion to *Sniper!*

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Tank/Infantry/Artillery companies simulate the elements of modern combined arms doctrine. Multiple scenarios.

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A strategic level folio game covering the entire war on every European front. Novel combat and manpower rules; six-month Game-Turns.

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Manassas, June 1861 and August 1862

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Magical Conflict Between Conjured Armies
An operational level game set on a mythical continent in which reality is affected by symbol manipulation. Demons, Dragons, Trolls and Human armies, Sorcerers, and "Realms of Magic."

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Rome vs. Carthage, 260 B.C., 201 B.C.
A strategic, area-movement Folio game on the three wars which decided the fates of the two great rivals of the Mediterranean.

AMERICAN REVOLUTION

The War for Independence, 1775-1783

A Comprehensive treatment of the war, including the raising and desertion of Continental and Militia units, the effects of winter, French intervention, British command problems, and Tory counter-revolutionaries. 255 counters. **$8.00**

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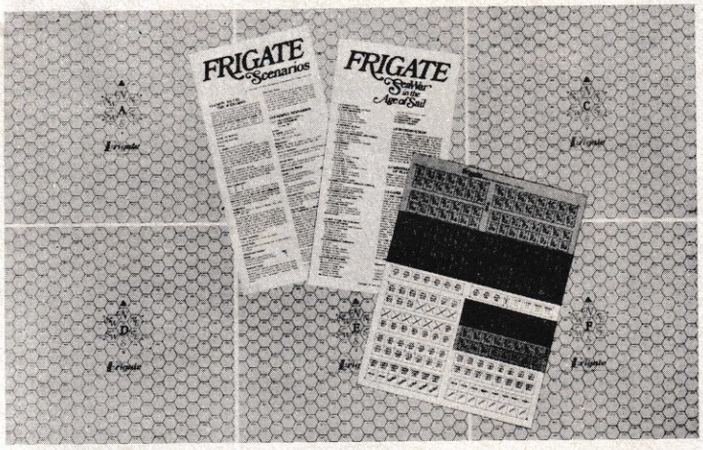

FRIGATE

Sea War in the Age of Sail

Counters represent individual ships-of-the-line, frigates, corvettes and sloops. System uses wind speed, maneuver, momentum, crew ratings, and damage taking. Play is simultaneous on a six-piece "endless" map. 255 counters. **$8.00**

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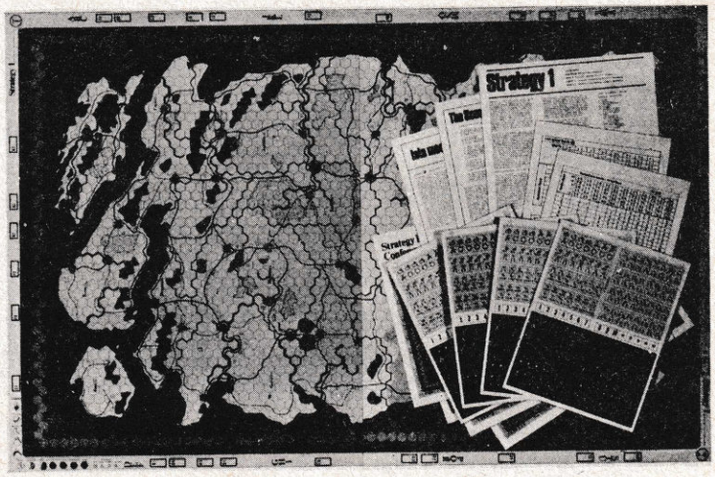


STRATEGY I

Strategic Warfare, 350 BC to 1984

An extremely variable game, containing a wealth of scenario material and modularized rules covering most of recorded history. Giant two part map presents a hypothetical continent. Two-player and multi-player versions. 1020 counters. **$15.00**

34
3-5

GRENADIER: Tactical Warfare, 1680-1850
A company/battery/squadron scale game depicting sixteen famous battles in the period dominated by musket and cannon.

AMERICAN REVOLUTION, 1775-1783
A grand-strategic game covering eight years of our struggle for independence from British rule. A novel game system provides for raising of Continentals, Militia and for French intervention.

MUSKET & PIKE: Tactical Combat, 1550-1680
A multi-scenario game covering the period in which the introduction and development of firearms transformed warfare from a hand-to-hand slugging match to a grislier contest of speed, precise tactics, and massed power.

YEOMAN:
Tactical Warfare in the Renaissance Age
Re-fight the battles of Bannockburn, Crecy, Biococca, Agincourt, and many others in this multi-scenario, small-unit simulation.

LEGION:
Tactical Warfare in the Roman Age
Famous battles of the Roman legions, tracing their development and ultimate degeneration as a military system.

VIKING:
Tactical Warfare in the Dark Ages
Covers all the major military systems that fought in the period, including Vikings, Crusaders, Moslem cavalry and Byzantine legions. Many scenarios, covering significant battles from Tours to Liegnitz.

SPARTAN:
Tactical Warfare in the Hellenistic Age
A multi-scenario game enables players to re-fight the major battles of the ancient world. Special rules embody the "feel" of ancient tactics.

CHARIOT:
Tactical Warfare in the "Biblical" Age
Tactical combat in the "biblical" era. Multi-scenario recreation representing battles from the dawn of civilization.

BLITZKRIEG MODULE SYSTEM

A Comprehensive Variant of Avalon Hill's Blitzkrieg Game

This variant kit requires that the player already own a copy of the basic game, Blitzkrieg. The Module System expands the published game in a highly variable, multi-scenario simulation. 800 counters (no map). **$8.00**

2-2

LATEST RELEASES
AND ADVANCE ANNOUNCEMENTS
[please do not order
until indicated month of availability]

WEST WALL QuadriGame:
Four World War II Battles
The battles of Arnhem (September '44), Hurtgen Forest (November '44), Bastogne (December '44), and Remagen (March '45) are all presented in one package. Each battle has a separate map, counter sheet, and rules folder. (Individual battles are available as separate Folio Games; see coupon.)
QuadriGame available: Feb '76.
Individual Folio Games available: March '76.

WAR IN THE WEST:
Germany vs. Europe, 1939-45
Map of Europe from Casablanca to Murmansk, in *eight* interjoining 22" x 35" sections! Over a thousand counters. Scenarios include Poland (1939), Scandinavia (1940), France (1940 & '44), Balkans (1941), North Africa (1941-43), Italy (1943-45), and Germany (1944-45). *Available: March '76.*

DIXIE:
North vs. South in the Twentieth Century
A Folio game postulating a Confederate victory in the Civil War, with a rematch being fought a century later.
Available: March '76.

BLUE & GRAY II QuadriGame:
Four Civil War Battles
The battles of Chattanooga, Wilderness, Fredericksburg, and Hooker vs. Lee (at Chancellorsville) all in one package. Each battle has a separate map, counter sheet and rules folder. (Individual battle games are available as separately packaged Folio Games; see coupon.)
QuadriGame available:
Individual Folio Games available:

INVASION OF AMERICA:
Death throes of the Superpower
A hypothetical amphibious invasion of the United States occuring within the next 25 years, led by the Sino-Soviet forces and their allies. Double-size map shows all of North America.
Available:

THE FAST CARRIERS:
Air-Sea Operations 1941-1977
A multi-level game presenting attack carriers from WWII through the future engaging in air-sea combat in historical and hypothetical scenarios.
Available:

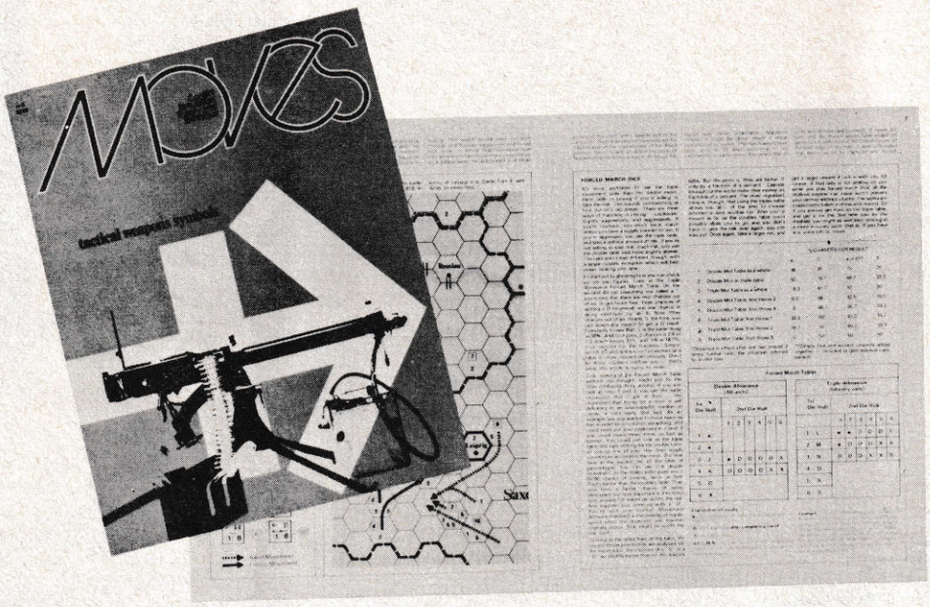
subscribe to . . .

MOVES

MOVES Magazine is designed to fill the need for a serious, professionally produced periodical dealing with the play and design of conflict simulations. In every 32 page issue you'll find articles covering a broad range of game-related subjects such as . . .

- GAME PROFILES: In-depth surveys of individual games with photographs of all the components, summaries of the basic game systems and rules, and background material on the development and research effort that goes into the games. Often such profiles take the form of an historical analysis, using the game to illustrate the actual course of the campaign.
- TACTICAL NOTES: Not "perfect plans" but rather thoughtful suggestions as to how the play of particular games ought to be approached.
- PLAYBACK REVIEWS: Reader-generated statistical ratings of the eleven critical facets of a game, along with a capsule essay by our development staff. This system is probably the least biased, most accurate way to review games.
- NEW SCENARIOS: Additional battle situations which can be created using existing tactical games. Often, these scenarios are presented as a customized game map (which is compared to the standard game map) to illustrate a tactical situation in its actual setting.
- DESIGNERS' NOTES: A regular column which provides updates on the latest trends and events in the field, as well as previews and forecasts of future games.
- GAME ERRATA: Comprehensive list-outs of the ambiguities and outright errors contained in existing games, along with corrections.
- HISTORICAL BRIEFS: Short historical articles providing background material relating to game design.
- DESIGN DEBATES: Arguments about theory of design between prominent members of the game design community.
- PRACTICAL APPLICATIONS: Articles dealing with the various techniques used to make your own game components, alter or balance existing games, analyze and compare scenarios, etc.

. . . *AND MUCH MORE!* The editorial "mix" of *MOVES* is constantly being reappraised via Feedback in order to give you what you want. *MOVES* draws its articles not only from the SPI staff, but also from the gaming population at large. If you want to be truly "connected" with conflict simulations, subscribe to *MOVES*.

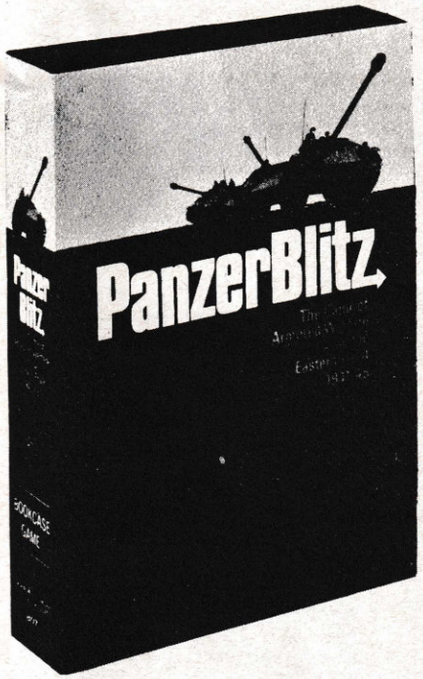


Current issue $2

Back issues $2

The Avalon Hill Company

Recreations of Great Historical Events . . .



PANZERBLITZ: The campaign in Russia reduced to Company and Platoon level fighting. Players re-create the 12 most important engagements in this World War II theatre, drawing troops from the 352 units included in the set. Game comes with three separate mapboards that you join in varying combinations depending upon which battle you have decided to re-create: Kursk, Nikopol Bridgehead, Battle of Minsk, Vyazma, Relief of Kiev, and six others. In each case, extensive historical research has troops arriving exactly as did their real-life counterparts. Only YOU direct their action from this point on.

PANZER LEADER: Sister game to PANZERBLITZ. Tactical armoured combat on the western front during World War II. Every important type of German, British and American weapon is at your disposal. Over 380 different units together.

MORE THAN 16 different scenarios are provided, enabling you to re-create battles as they really happened, or might have happened, on platoon and battery level; Air Assault on Utah Beach 6/5/44; Omaha Beach 6/6/44; Gold Beach 6/6/44; St. Lo 6/29/44; Nancy 9/14/44; Arnhem 9/20/44; Bastogne 12/19/44; Patton's Offensive 12/31/44; Remagen Bridge 3/7/45; plus others, each a complete ready-to-play game in itself.

TECHNICAL ADVISORY STAFF: *Not satisfied with just the scholar's view of historical events, Avalon Hill has sought out actual wartime leaders to provide eyewitness accounts to verify or refute the official histories. Illustrative of these sources is General Anthony C. McAuliffe, destined to become a legendary hero for his actions during the siege of Bastogne. Adamantly opposed to lending his name to any commercial concern, General McAuliffe soon reversed his stand upon inspecting Avalon Hill simulation games and consented to authenticate the design research for our BATTLE OF THE BULGE game. Easier to enlist, but every bit as helpful was Rear Admiral C. Wade McClusky, whose Air-group was principally responsible for the sinking of the Japanese carriers Kaga and Akagi at the battle of Midway. More than one historical source has cited "Lt. Comdr. McClusky's methodical and tenacious pursuit of the enemy" as the most important factor in the battle. Admiral McClusky's expertise is probably the main reason why MIDWAY continues on as the best selling naval wargame on the market. Rounding out our panel of wartime dignitaries is Colonel Donald L. Dickson. As a regimental adjutant, Colonel Dickson was in the first invasion wave to land on Guadalcanal back on August 7th, 1942. Now retired, the former editor and publisher of LEATHERNECK magazine has added immensely to our Technical Advisory Staff through his talents as an artist, game designer, author and military tactician.*

Donald L. Dickson
Colonel U.S.M.C. (Ret.)

Anthony C. McAuliffe,
General U.S.A. (Ret.)

C. Wade McClusky
Rear Admiral U.S.N. (Ret.)

INTRODUCTORY

TACTICS II: the game that started it all; the very first commercial battle game ever produced . . . and still a classic. Now redesigned to introduce newcomers to the fastest growing hobby today. No military experience or knowledge necessary, just some common sense and a little brains. Who knows. . .you might have been a great general if only you had been given a chance. Here you get that chance . . . a chance to command chesspieces representing modern divisions of infantry, armor, airborne, and special forces units across a giant 22" x 28" full-color terrain mapboard of two nations in conflict. Begin a lifetime of pleasure with TACTICS II.

WATERLOO: The engagement that spelled doom to an empire. Here, YOU are Wellington or Napoleon squaring away on the most famous battlefield in all history to decide the destiny of France. We set the stage for you — 7:00 A.M., June 16, 1815 — 100,000 men ready to strike towards Brussels. YOU can employ all the tactical and strategic cunning that was the hallmark of these two great generals, commanding the finest trained armies ever assembled. All the real-life infantry, artillery, and cavalry units are at your disposal, to maneuver as you see fit. Find out how great Napoleon really was. At least find out what he was hiding in his blouse.

GETTYSBURG: Our first "classic battle" game and still the most popular starter game for historical buffs. A great challenge for Robert E. Lee. The game starts June 30, 1863; each turn is one hour of time in history. YOU bring your divisions, regiments, and brigades into battle in the exact hour on the exact road they appeared historically. In your turn, you may move all units desired into action wherever desired on the 28" x 22" mapboard of the battleground. If you have moved adjacent to an enemy unit, a battle occurs which is resolved on a Combat Results Table computed to give favorable results in proportion to combat strength. Luck is minimized; skill is rewarded. Re-live Pickett's Charge, Longstreet's Disaster, and all the other skirmishes that bid farewell forever to the confederate dollar.

ORIGINS OF WORLD WAR II: A re-creation of the diplomatic conflicts between 1935 and 1939. Basically a 2 to 5 player game, each player takes the part of the diplomat of his nation making alliances and peace agreements with other nations. In real life, it was Hitler who won the diplomatic war — and 40 million people died because of it. The player whose strategy of power-politics best contains Germany wins. In his turn, each player plays his "Understanding" and/or "Control" counters in the nations he thinks will serve his best interests. Where conflicts arise, a diplomatic "attack" occurs which must be resolved either by secret agreements with other players or through diplomatic muscle. For realism, diplomatic muscle is allocated to players exactly as it accrued historically . . .

INTERMEDIATE

BLITZKRIEG: Our best seller. The complete wargame. Contains nearly 400 land and air units. Players represent 5-star generals and plan grand strategy with infantry, armor, paratroop, artillery, Marine, Ranger, TAC and SAC Air units. Giant 44" x 22" mapboard simulates all imaginable terrain: desert, forest, sea, mountain, urban and rural areas. Winner is the player who either eliminates opponents' army, or occupies a specified number of opponent's cities by the 15th turn. A realistic simulation, Blitzkrieg fictionalizes Germany's breakout of World War II designed with help from the Office of the Chief of Military History (OCMH), Washington, D. C. and the United States War College.

D-DAY: "D-Day is a most faithful reproduction of the WWII invasion," stated officers at Camberly British Military Academy. The 28" x 22" mapboard of Europe details the seven invasion site possibilities open to Eisenhower. YOU — as Allied Commander — may elect to land at Normandy *or* any of the other six you think were better suited. Play is on divisional scale; Allied player can land only those divisions actually available during that particular week (each turn is a week) in real life. To win, Allied player must get at least 10 divisions across France into Germany by the 50th week. The greater challenge is the German player's; if he guesses the wrong invasion site, his defensive withdrawal strategy is put to the ultimate test.

MIDWAY: Admiral McClusky — nero of the battle — has re-created for Avalon Hill the true situation of 0500 June 3, 1942 when Americans were far out-numbered by Japanese forces. How then did the Americans win? You find out only by playing the game. The game has counters for each individual Aircraft Carrier and Battleship, plus Dive Bombers, Torpedo Bombers, and Fighters. During the search portion of play, each player methodically plots the enemy's location, which is unknown at game's start. Once located, planes are sent to sink each other's Carriers. Unique combat table resolves plane vs plane and plane vs ship attacks realistically. Game includes manuscript of Admiral McCluskey's eye-witness account.

BATTLE OF THE BULGE: Design research authenticated by General McAuliffe, known for his legendary reply of "nuts" during his heroic stand at Bastogne. No textbook presents this controversial episode in as true a light as playing the game. Each turn is 12 hours of historical time; game begins December 16, 1944. Allied player has 75 playing pieces of regiment and brigade units; German player must cut his way across the 28" x 22" mapboard to the Meuse river with 64 Regiments by December 30, 1944. Truly a challenge for both U.S. and German players; both must play aggressively to win.

RICHTHOFEN'S WAR: A man credited with 80 combat victories has to be more than just a mortal. A legend perhaps! Certainly no myth. The Red Baron was, in fact, the last of a gallant and chivalrous breed, and this same mystique and charisma surrounding the handsome Prussian pilot has been built into the design of the game. Here each player is in complete control of one airplane; over 60 different WWI combat aircraft to choose from — Fokker's, Sopwiths, Nieuport's, Spad's, among the more famous; each individually unique in its own combination of firepower, rate-of-climb, ceiling, speed, and maneuverability. Dogfighting, trench-strafing, bombing, photo-reconnaissance, balloon-busting; it's all here in a game that, as a living biography of Richthofen, tells it like it was better than any book could ever do.

TOURNAMENT

LUFTWAFFE: Game re-creates the Allied bombing of Germany toward latter days of World War II. The Mustangs, B-17's, Messerschmidts, Focke-Wulfs again take to the air in this re-creation of the greatest aerial drama ever. Allied player secretly plots his strategy on the "Target Sheet." German player must guess by logical means what his Opponent's strategy will be and stage his fighter planes accordingly. If German player holds off long enough, he gets the use of the jet wonder weapons that might have turned the tide of the war. Combat Table provides losses in relation to each plane's real life combat performances. Allied object is to bomb industrial complexes and paralyze German production.

FRANCE 40: It is May 10, 1940 — over 5 million men are poised for what many consider to be a replay of World War I. The German and Allied armies are evenly matched. Yet twenty days later the Allies are beaten in one of the quickest and most decisive campaigns ever fought. How did it happen? You find out in the game, which contains counters representing nearly 300 infantry and motorized divisions, some 7,000 tanks, over 4,400 combat aircraft plus 33,000 pieces of field artillery — all yours to maneuver in re-creating the first major campaign in history where tanks, aircraft, and parachute infantry combined as the decisive factor on the battlefield.

1776: Six games in one package; each game covering the most glamorous aspects of the war for independence, from the "invasion" of Canada to make it our 14th colony to the victory at Yorktown. You get a huge 4-section, 16" x 44" terrain mapboard — largest of all Avalon Hill mapboards — showing entire colonial America as it looked back then. Fantastic new *sustained combat* system makes this game the most innovative yet. Consumer playtesters say it is the *best of the American Revolution simulation games for both playability and historical accuracy.*

THIRD REICH: For between 2 to 6 players, using a combination area-hex game system in this simulation of World War II. Diplomacy rules exist for multi-player games. Quarterly Game Turns; three scenarios of 12 turns each and a Campaign Game of 30 turns.

ALEXANDER THE GREAT: Conqueror . . . legend . . . victor over the might of Persia. More than 80 unit counters represent infantry, mercenaries, phalanx, elephants, cavalry, chariots, missile units, horse archers and of course Alexander and his great adversary, Darius, King of Persia.

JUTLAND: The greatest sea action of the century. A tactical victory for the German High Seas Fleet, but a strategic victory for Great Britain. If Germany had won she could well have won the war! Could England have done better?

CHANCELLORSVILLE '74: The battle that nearly ended the Civil War two years earlier. May 1, 1863 and Union General Hooker with 130,000 men has trapped General Lee's 60,000 man Confederate army, yet Lee escaped, Brillance? or was Hooker a boob?

ANZIO '74: The battle for Italy, determining the timetable of events for the coming D-Day invasion and a bold attempt to break the impregnable Cassino Line defenses. Anzio failed, but yet so close. Attempt to change history in World War II's most frustrating and controversial campaign.

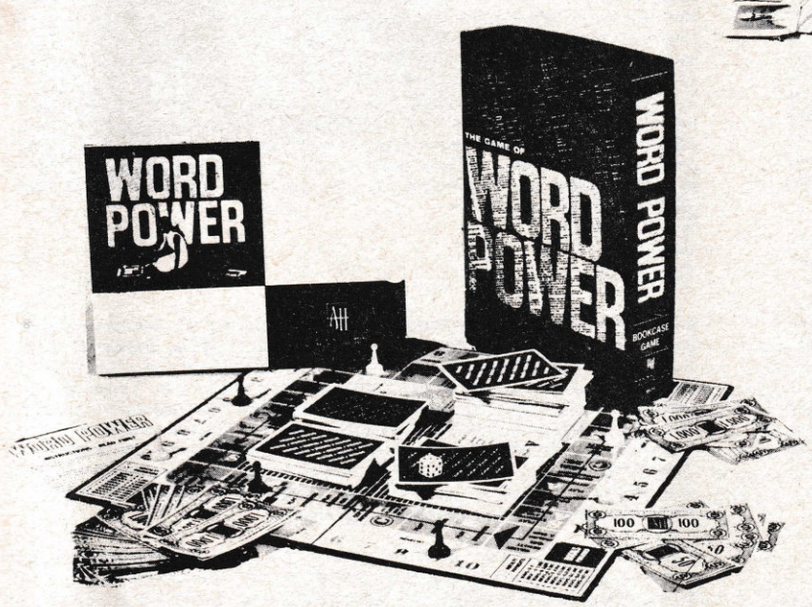
AVALON HILL

Family Classics . . .

. . . reflecting social, economic, recreational, and cultural life-styles of today. Each "family classic" is designed to be enjoyed equally by all members of the family on an even competitive level, with emphasis placed on decision-making rather than on luck elements common in most traditional board games.

WORD POWER: based on the Reader's Digest feature of the same name; a vocabulary-building game combining knowledge, strategy, and a bit of poker-like bluffing. Players are dealt key-word cards containing multiple choices to be matched up to either synonyms or antonyms. Three decks of key-word cards are color-coded according to frequency of usage, providing equal chances of winning for every family member regardless of age and word knowledge.

SHAKESPEARE: Shakespeare and his works have always been something of a game for scholars hunting out hidden meanings in archaic phrases. Such is possible with the Game of Shakespeare. Actually 3 games in one, you select the version compatible to your particular knowledge (or lack of it). Played in Parchesi-like fashion, object is to identify quotations and famous characters from his plays. "Answers" are given in the accompanying 52-page Guide which also contains a synopsis of all 37 Plays, and a myriad of memorabilia on the great bard himself.



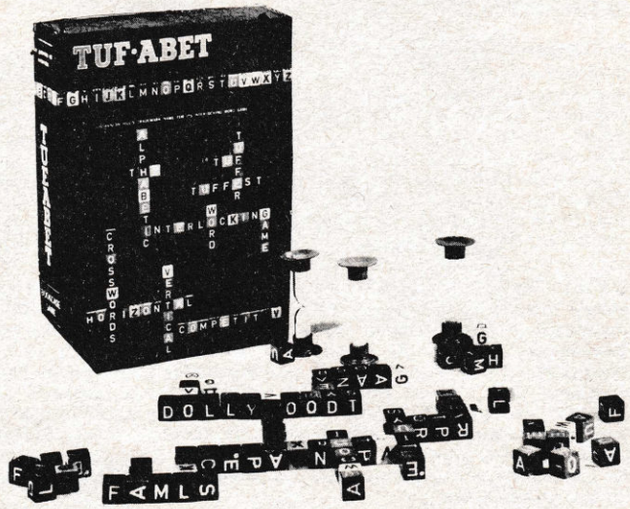
BUSINESS STRATEGY: it's far better to go bankrupt in the game than in real life; yet the game shows you precisely the decisions that make the difference between real life solvency and bankruptcy. Actually, it's 2 games in one: a Basic version where the entire family can sit down immediately to a game where each becomes a company president in a corporate power struggle; and an Advanced version where P&L statements, balance sheets, capital expansion, credit purchasing, and stock issuance all become part of the game mechanics . . . everything, in fact, you need to know to run a successful company. A great strategy game for aspiring Howard Hughes types.

OUTDOOR SURVIVAL: more than just a game, it is an educational experience unto itself. Game includes a 24-page handbook of survival techniques, increasing players' knowledge of woods lore for when it may be needed in real life. In the game, players are pitted against the wilderness and each other to see who is most "expert" at getting across a 24" x 22" mapboard representing 13,200 sq. mi. of typical wilderness terrain. Game contains 5 different scenarios graduating in survival expertise . . . great for 2 to 4 players; especially enjoyable as a solitaire game.

TUF: Fast, competitive game based on forming number sentences or equations. For 1 to 4 players, ages 8 and up. To play, each player simultaneously rolls out his cubes and tries to use as many as possible in forming his equation; winner is the one utilizing the most cubes after so many rounds have been played. A great game for reinforcing basic math principles. Additional "plug-in" rules increases play to any complexity level desired.

TUFABET: if ever it was possible to improve upon Scrabble, Tufabet is it. But unlike Scrabble, play is simultaneous. No waiting for turns, no boring delays. Object is to form interlocking words in crossword fashion, using as many of the hand-carved, gold-embossed wooden cubes as possible. Used extensively as a classroom supplement teaching device. For 1 to 4 players, all ages: if you can spell, you can play Tufabet.

THE STOCK MARKET GAME: "Outstanding product for the times," eulogized Chicago Today Magazine. That's because it is the only commercial stock market game available that plays like the real stock market. Contains no dice, no spinners, no chance cards, no luck elements whatever. Best family game of its type; there's no limit to the number of players – the more the merrier. A 24-page Investors Guide is included; explaining in layman's terms what the stock market is all about.



The AVALON HILL GENERAL

Current issue $2

Back issues $2

Subscription: (6 issues) $11

PUTTIN[illegible] TOGETHER

That's what we've done with our bi-monthly wargaming magazine—gathering the greatest assortment of wargaming expertise ever assembled between the covers of a gaming journal. Now, after 10 years of publication, The General has come of age, offering features found no where else in any similar publication or m[illegible]azine. And since it carries no advertising, its present 34-page format compares to approximately 60 pages of any other similar journal.

Every bi-monthly issue is jammed full of professional articles on tactics and strategy of Avalon Hill games! Read in-depth history articles on the battles, campaigns, and background events involved in Avalon Hill games. Learn about behind-the-scenes developments in the world of game design. In short, get all there is to know about AH gaming in one magazine. The General is to gaming what TV Guide is to television. *Every* issue of the General offers:

The Series Replay—each issue contains a completely illustrated move-by-move game between expert players. A neutral 3rd party comments on the quality of play and the validity of each player's commentary and strategy. The Series Replay puts wargaming reviews on a par with the numerous replays of the Fischer-Spasky chess matches. There is no better way to pick up winning habits than a comprehensive study of the General's Series Replay matches.

Design Analysis—a regular feature written only by professional game designers which goes into detail on just why specific games were designed a particular way. All of the professional game designer's tricks are laid open in this column.

The Historical Lead—each issue highlights one game in particular. The lead article is always an historical study of the event in question with either a strategic study or variation of the related game as a tie-in. Such in-depth material has proven very popular.

Contests—in each issue, testing your tactical ability for which we give away over $140 worth of games and merchandise.

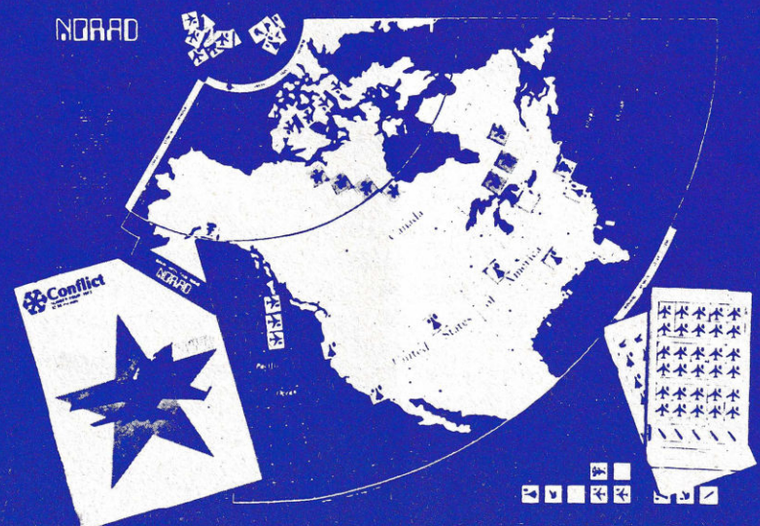
New Games—are unveiled well before the general public is informed; giving subscribers obvious priority in obtaining the latest new games.

Product Reviews—help you decide whether that game you intend to buy is really for you.

Conflict is now out of print. We do however have stocks of No. 4 (Norad game) on hand and No. 7 (Rifle Musket) on the way.

Price: $4 each.

Conflict magazine is a professional periodical published bi-monthly. Illustrated articles in each issue of Conflict cover campaign and battle studies, weapon analysis, orders of battle, and unit histories and organization. All articles are supported with photographs, original artwork, detailed maps and charts, scale drawings, and extensive bibliographies.



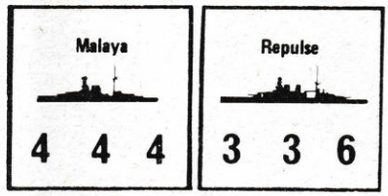
Conflict

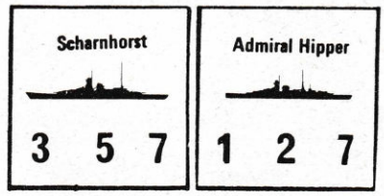
WHAT IF . . . you were the American commander of NORAD, suddenly faced with a Soviet attack? How would you direct your Canadian and U.S. fighter and missile defenses to stop the invading force? Or . . . what if you were the Russian commander? What targets would you choose? How would you get through the defenses? You now have the opportunity to explore these possibilities and more in the game NORAD. It's just one of six games published with each volume of Conflict magazine, a professional bi-monthly periodical with games, reviews, and variants.

JEDKO ADULT GAMES

The AFRICAN CAMPAIGN is by far the most realistic game on the Desert War yet published. The game begins with Wavell's first offensive against the Italian forces of Marshal Graziani, and ends in December 1942 when the Americans landed at Rommel's rear. On a 38" x 11" mapboard of North Africa you can refight and redirect the Desert War, and get a much fuller understanding of the problems involved than any book could impart. This quick-moving game is both easy to play and historically accurate. Some of its features include: fuel supplies, airpower, minefields, step reduction to indicate losses, fortresses, ports, and much more. The units are division level and arrive and are withdrawn according to an historically based order of appearance chart. They're all there: Australians, New Zealanders, English, South Africans, Indians, Greeks, Italians and Germans. The AFRICAN CAMPAIGN is professionally printed in 4 colours and the board, counters, and box are of a high quality. Designed for two players or solitaire, the complexity level is rated as intermediate, or tournament when the optional rules are used.

THE WAR AT SEA

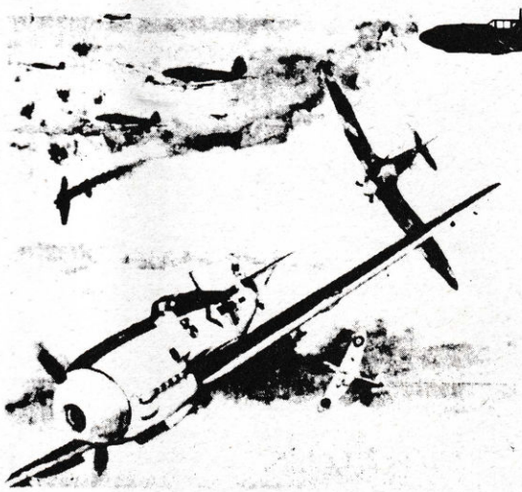




The game represents surface action between capital ships. In reality the Axis did not seriously challenge the Allied control of the seas except with their U-Boats, but this game tries to show what could have happened if the Axis surface fleet had been more aggressive.

The **RUSSIAN CAMPAIGN** enables you to relive "OPERATION BARBAROSSA", the German invasion of Russia in 1941, the largest and most devastating campaign ever fought, and continues up until mid 1945. On a 23" x 20" mapboard stretching from Berlin to Gorki you can relive and change the course of history as the German Panzer Corps tackle a never ending torrent of Soviet armies. Features of the game include a complete order of battle including Axis Allies, SS Corps, and Russian Guards and Tank Armies; Partisans; Airpower; Weather; Railways; Sea movement; Oil wells; Headquarters and much, much more. Printed in four colours and designed for two players or solitare.

Jedko's latest game "FIELD MARSHAL" is due out in April. The game has many novel ideas and concerns conflict between two fictitious Army Groups commanded by Field Marshals.



Battle of Britain

Relive the high adventure of this epic air battle as YOU command the LUFTWAFFE or R.A.F. during their "FINEST HOUR". Game features include: a BEGINNERS GAME for 8 year olds, a BASIC GAME designed for the adult mind and an ADVANCED GAME for the true air buff; full-color mapboard, more than 130 die cut aircraft counters, 11 different aircraft types, aircraft production, factory damage, navigation errors, flak, weather, strafing, refueling, maintenance, veteran pilots and bombing accuracy.

Designed by Lou Zocchi, creator of the AVALON HILL "LUFTWAFFE" game, BATTLE OF BRITAIN was historically authenticated by S&T's James F. Dunnigan and tested by the S&T staff. Their report on page 10 of issue number 13 says, "Realism: good---Quite successfully mimics the actual historical situation.---Unique in subject matter, this game is HIGHLY RECOMMENDED for wargamers."

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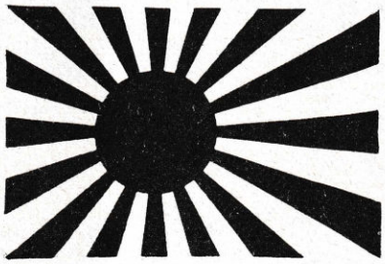

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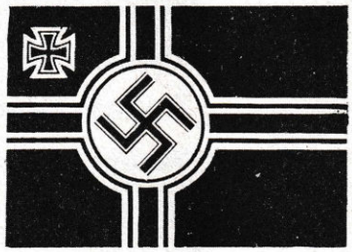

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Diplomacy

For over a dozen years *Diplomacy*, a strategic game of diplomatic and military conflict in pre-World War I Europe, has enjoyed an ever increasing popularity. One of a very few games to attract a cult (Diplomacy Clubs and Journals are numerous) *Diplomacy* offers a fascinating game system free of chance effects in conflict resolution (no die-rolls).

The game design employs players representing the major powers circa 1901 (England, Germany, Russia, Turkey, Austria-Hungary, Italy, and France) each of whom attempts to alter the balance of world power in his own favor. Orders are written by the players for the construction of fleets and the raising of armies with which they try to enforce the alliances they exact from each other. At any time secret negotiations may be used to secure new allies or turn on former friends. The game truly focuses on diplomacy. Conflict is resolved simply (albeit unrealistically as Turkey can overpower Russia). The winner is generally the player with the greatest capacity for deceit and cunning.

Diplomacy includes a full-color mounted European mapboard, conference maps, rules, and seven sets of wooden colored units. While the best games require seven players, as few as two may play, and the organized fans of the game are readily available as play-by-mail opponents. *Diplomacy* serves as an excellent introduction to international politics. The fact that it has long remained a "hard to find" item led us to offer it to our customers.

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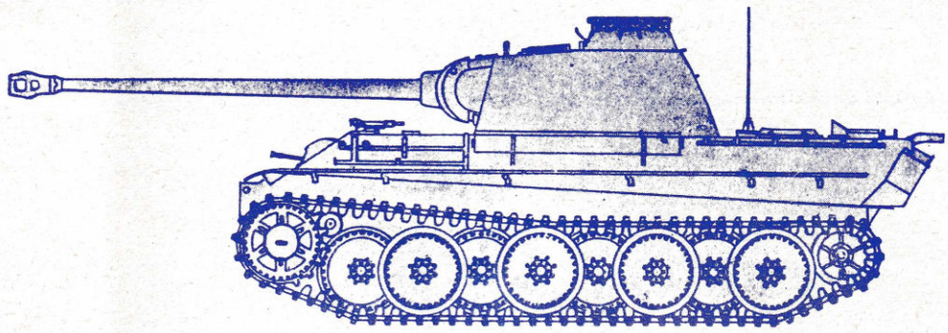

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